CBL Game development project TUE

* Table of contents:

1: Topics of choice

2: Research

3: Sources used

# Topics of choice:

Advanced topic 1:

* Maven implementation

The goal of this is to allow the game to be played outside of the IDEA as most regular games would be done.

Advanced topic 2:

* GitHub Version control

The goal of this is to allow clear and concise documentation of the progress made and creating a clear history of the contributions of both the group members.

# Research Contents:

Maven build configuration:

During this research we have learned how to create and configure project using Maven framework, which helped us build an executable .jar file that can be run outside of IDE and on any device that has Java installed. Together with resource files, such as textures and audio files, that are placed outside of .jar file, we can create a user friendly way of running our game for any user.

.jar file is an archive that contains executable code and other files that are created during compilation of project. Among these files there also can be resources like images or audio files. Because when our game is running we need to access said resources a lot, accessing them from withing archive would be much harder. For this reason we have located them in folder, from where they can be accessed much easier.

# Sources Used:

Maven:

https://www.baeldung.com/executable-jar-with-maven#thymeleaf-1

<https://www.baeldung.com/maven>

https://maven.apache.org/what-is-maven.html